

SNK

NEOGEO POCKET



KING OF FIGHTERS R2

POCKET FIGHTING SERIES

NEOGEO POCKET software cartridge

★Supported by NEOGEO POCKET and NEOGEO POCKET COLOR.

Supported by NGP COLOR

Player Movement Commands

1. Extra Mode Commands

Basic Commands (When character is facing the right.)

Forward	Joystick: ➡ (➡ ➡ ➡ quickly for "Front Step")
Backward	Joystick: ⬅ (⬅ ⬅ ⬅ quickly for "Back Step")
Jump	Joystick: ↖ or ↑ or ↗
Crouch	Joystick: ↙ or ↓ or ↘
Guard	During attack, joystick: ⬅ (while standing) or ↙ (while crouching)
Punch	A button (Pressed shortly: "Weak Punch"; pressed down: "Strong Punch.")
Kick	B button (Pressed shortly: "Weak Kick"; pressed down: "Strong Kick.")

Special Commands (When character is facing the right.)

- Joystick ➡ or ⬅ + A & B button pressed down simultaneously: "Attack Avoid"
- A & B button pressed down simultaneously, "Blow Away Attack."
- Joystick ↓ + A & B button pressed down at length simultaneously: "Power Builder"
- Before being knocked to the ground, A & B buttons pressed simultaneously: "Knockdown Escape"
- Joystick ↑ + A & B button: "The Teaser".
- Joystick tapped briefly after ↙ or ↓ or ↘ move to ↖ or ↗ : "Orbit Jump"
- Joystick after ↙ or ↓ or ↘ , tap to ↖ or ↗ : "Medium Jump."
- Tap joystick ↖ or ↗ : "Small Jump."

Player Movement Commands

2. Advanced Mode Commands

Basic Commands (When character is facing the right.)

Forward	Joystick: ➡ (➡ ➡ ➡ quickly for "Dash")
Backward	Joystick: ⬅ (⬅ ⬅ ⬅ quickly for "Back Step")
Jump	Joystick: ↖ or ↑ or ↗
Crouch	Joystick: ↙ or ↓ or ↘
Guard	During attack, joystick: ⬅ (while standing) or ↙ (while crouching)
Punch	A button (Pressed shortly: "Weak Punch"; pressed down: "Strong Punch.")
Kick	B button (Pressed shortly: "Weak Kick"; pressed down: "Strong Kick.")

Special Commands (When character is facing the right.)

- Joystick ➡ or ⬅ + A & B button pressed down simultaneously: "Emergency Escape"
- A & B button pressed down simultaneously, "Blow Away Attack."
- Joystick ↓ + A & B button pressed down at length simultaneously: "Power MAX Activate"
- Before being knocked to the ground, A & B buttons pressed simultaneously: "Knockdown Escape"
- When caught in a normal body toss, push A & B simultaneously: "Body Toss Escape"
- Joystick ↑ + A & B button: "The Teaser".
- Joystick tapped briefly after ↙ or ↓ or ↘ move to ↖ or ↗ : "Orbit Jump"
- Joystick after ↙ or ↓ or ↘ , tap to ↖ or ↗ : "Medium Jump."
- Tap joystick ↖ or ↗ : "Small Jump."

3. Power Gauge System

Power gauge systems are different in the Extra Mode and Advanced Mode.

Extra Power Gauge

By pressing the joystick down (↓) and pushing the A & B buttons simultaneously, the power gauge at the bottom of the screen will increase (Power Increase). When it is full, the character automatically enters the MAX Power Mode, making it possible to use the Super Special Moves, or the Guard Cancel Emergency Escape and the Body Toss Attack moves. When the MAX Power Mode overlaps with the flashing Power Gauge, MAX Power Super Special Moves are enabled.

Advanced Power Gauge

Each time your character strikes an opponent with various attacks, the power gauge at the bottom of the screen will increase. When the gauge becomes full, a power stock point will appear at the right of the gauge, allowing the use of Super Special Moves, or the Guard Cancel Emergency Escape and the Body Toss Attack moves (A maximum of three points will light up on the screen). When a point appears, push the joystick down (↓) and push down on the A & B buttons simultaneously to use a point and temporarily put your character into the MAX Power Mode (MAX Power Activate). At this time, if one point or more remains, use a MAX Power Super Special Move.

3-on-3 Team Battles

1. When a game begins, the first character of both teams appears. A one-round match is conducted.
2. When the winner is decided, the second player of the losing team appears, and the winning character remains to fight with the power left over from the first round. However, the winning character's remaining power will increase a little with victory and time bonuses.
3. The first team to beat all opposing team members is the winner and moves on to the next match.
※When you set ADVANTAGE ON in BATTLE CONFIG, the ADVANTAGE SYSTEM becomes effective: your life gauge becomes more advantageous as one character of your team changes to another.

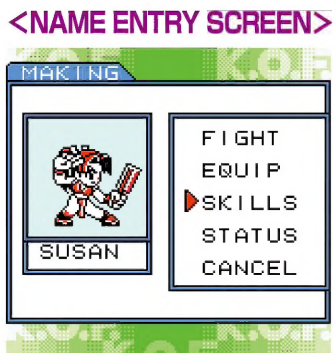
1-on-1 Single Battles

The match is a three-round bout with the first character to win two rounds determined as the winner. Moreover, as each round is decided, each characters' power is fully restored for the next round.

MAKING

MAKING is a mode that allows you to make a custom-made fighter. Help your character gain various SKILLS (Original Methods of Mayhem), and make your own super-powered fighter!

After a name is entered, a screen displaying the selections below will appear.



[FIGHT]

Select and take on a stage to gain SKILLS. Only one stage can be selected at first, but each time a stage is cleared, the number of selectable screens increases.

[EQUIP]

Equip your character with acquired SKILLS.

[SKILLS]

Allows the viewing of accumulated SKILLS and displays how many have been acquired out of all attainable SKILLS.

[STATUS]

Examine the status of your custom-made character.

[CANCEL]

Deletes custom-made characters.(Also deletes all acquired SKILLS.)

SKILL

Add special moves to EQUIP your character with various SKILLS acquired in the FIGHT mode. Each SKILL has advantages and disadvantages. It's possible to EQUIP your character with a maximum of two original moves. If you don't EQUIP your character carefully with SKILLS, you just may regret it, hothead!

	MERIT	DEMERIT
[ORE WAP]	Increases attack power of normal moves.	Makes character susceptible to knock outs.
[PRO POW]	Increases power of Body Toss moves.	Makes character susceptible to knock outs.
[THROWER]	Makes it easier to body toss opponents.	Decreases attack power of normal moves.
[TITAN]	Makes it easier to increase gauge power.	Decreases defense strength.
[MACH1]	Increases movement speed.	Decreases maximum power levels.
[MAD BOP]	Makes it easier to knock out opponents.	Power levels automatically...
[HEALING]	Power levels automatically...	Defense..

Other SKILLS than those listed can be acquired. Keep battling and find all of the hidden SKILLS! But be careful: It's only possible to store 20 SKILLS. If you succeed in acquiring over 20 SKILLS, you'll need to give up previously acquired SKILLS.

※You can increase the ability of SKILLS by EQUIPPing yourself with them during battles.

※ There are HIDDEN SKILLS, which are especially hard to find, as well as RARE SKILLS, which take real effort to discover.

VS MODE OPTIONS

With KING OF FIGHTERS R-2, use a NEOGEO POCKET LINK CABLE to play VS MODE games and trade acquired SKILLS.

VS MODE PREPARATIONS

A. Things to Prepare

NEOGEO POCKET COLOR (NEOGEO POCKET) Main Units...2 units
"KING OF FIGHTERS R-2" software cartridges...2 cartridges
NEOGEO POCKET LINK CABLE...1 cable

B. PROCEDURE

- 1) First check to see both NEOGEO POCKET COLOR (NEOGEO POCKET) main units have been turned off.
- 2) Insert a KING OF FIGHTERS R-2 software cartridge into each of the NEOGEO POCKET COLOR (NEOGEO POCKET) main units.
- 3) Connect both of the NEOGEO POCKET COLOR (NEOGEO POCKET) main units together with the NEOGEO POCKET LINK CABLE.
- 4) When the above procedures have been completed, turn both of the units on and select "VS MODE" on the Main Menu screen.

Selecting the VS MODE calls up a screen displaying the selections below.

TEAM VS /Begins a two-player, 3-on-3 Team Battle.

SINGLE VS/Begins a two-player, 1-on-1 Single Character Battle.

MAKING VS/Begins two-player battles with custom-made characters.

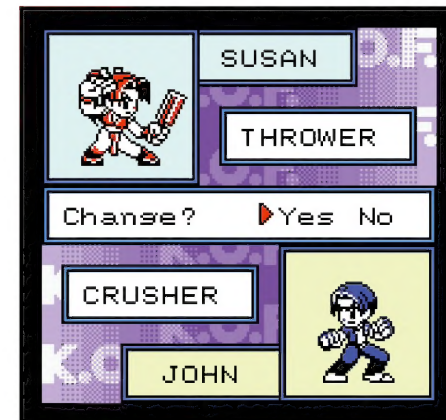
SKILL TRADE/Allows the trading of SKILLS acquired in the MAKING mode.

SKILL TRADE

Selecting SKILL TRADE calls up a screen displaying the selections below.

SKILL TRADE/Allows trading of SKILLS with other players.

SEE DETAILS/Allows viewing of SKILL information.





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